

Salvation Sequence Jumpchain

A Jumpchain-compliant CYOA by Itmauve

v1.0

The *Salvation Sequence* is a science-fiction trilogy written by Peter F. Hamilton.

The year is 2204. Humanity has stretched across the stars by using their portal technology. Connexion, the company that maintains a monopoly on portal technology, is more powerful than many nations. The arkship of the Olyix, *Salvation of Life*, sits on the Earth-Sun L3 point, generating antimatter to fuel their journey to the end of the universe. The *Kavli* portal-starship mission has detected a signal from an unknown alien spaceship in the Beta Eridani system.

Except our story actually begins before this, in the mid 2100's, and won't be ending for a while. It can be divided into two Eras. The Earth Era is when you start and the Strike Era follows it

Earth Era

You gain **+1000 Connexion Points** to be spent in the Earth Era.

Origins

Investigator

The Origin of Saint Yuri and Saint Alik, you might work for Connexion security or an agency like the FBI. You track down criminals, saboteurs, and terrorists. And you go after them too.

Technician

The Origin of Saint Callum, you are a problem-solver of some sort. Whether you solve design problems as an engineer or implementation problems as a technician, you are educated, experienced, and intelligent.

Mercenary

The Origin of Saint Kandara, you are a hired gun. Hopefully a more classy one than your average street thug. Regardless, you are experienced in the art of putting down your targets.

Neàna-born (300 CP)

It is 2162. In the night sky of Tierra del Fuego, you fall from space, protected by a thin cocoon of active molecule blocks. Your siblings are around you, looking like just a few shooting stars. Once you hit the water, the last bits of your insertion ship will wash away into the ocean, broken down chemically and mechanically by the ocean.

You and your siblings take your first breaths as you swim to shore. You have been sent to save humanity from the doom that awaits them.

Demographics

Investigators, Technicians, and Mercenaries are Native Origins, which come with a history in the world and have memories of that history. They may have any age appropriate for their position. They may be male, female, or omina.

Omina are humans that cycle through biological sexes and have no gender. They were created by the Utopial movement as a way to end gender discrimination.

Neana-born, on the other hand, are Drop-Ins, having no history in the world and no new memories, aside from their “briefing” by their insertion ship as they were grown. They are either males or females, and are all apparently young adults.

Time and Location

Natives may start at any time between 2162 and June 2204, and start in locations that make sense for their histories. Neana-born start in 2162, in Tierra del Fuego. The Earth Era ends in 2225, at which point you must transition to the Strike Era.

Perks (Earth)

All Perks and Items (both Eras) under an Origin are discounted to party members with that Origin by 50%. 100 CP Perks and Items discount to free.

General

Like He's Done It Before (100 CP)

Let's face it, the only Saint who didn't get into a firefight was - fooled you, didn't I? All of them got into pitched combat. Thus, this convenient training package gives you the skills, reflexes, and mental preparedness of a Connexion security or a national law enforcement agent. This not only includes how to put on your armor, move, and shoot, but also how to use combat drones and other modern combat tools used by LEOs.

Also, if you want to do it again, you'll probably want to be lucky. Thus, I'll also throw on some luck focused entirely on seeing you through personal combat. As long as you don't act recklessly, you'll survive law-enforcement-level firefights and similarly small battles. This becomes less effective as the battles scale up.

In The Company of Giants (200 CP)

There are times where you want to be very good at your job. They are fast approaching.

Anyway, whatever role you've selected for yourself, you are very good at it. If you're a security officer for a branch of Connexion, you'd probably be picked to replace Yuri if he was indisposed (seniority and tenure aside). If you're a mercenary, you're just as good as Kandara.

In future Jumps, you may apply this to whatever position you plan to take during the Jump, but you must actually significantly use your new skills if you want to keep them.

Investigator

People Will Talk (100 CP)

And they'll talk to you.

You're good at getting people to spill information, being adept at multiple forms of interrogation. Whether that's the gentle prodding to get a witness to open up, noticeable pressure to get a mob boss talking, or the immediate threat of outright violence to get someone to spill the beans *now*, you can do it. This won't give you outright miracles, but you can perform impressive feats of information-gathering.

Hidden Pocket (200 CP)

There are times when you really wished you brought something with you. This is the ability to take out something small, noncombat, and definitely not supposed to be there out of your pocket, like you had it there the entire time, like a portal threader or a secret recording device, or something else with quite a bit of impact. Though it does need to be something you

could have gotten your hands on with relative ease. Alek could get his hands on a portal threader easily enough because of his position, but your average person would not.

But even the best tricks get stale if overused, so you can only use this a few times per decade.

Horatio's Fortune (400 CP)

Subtle conspiracies are hard to spot. With only a limited number of people involved in anything at all, uncovering something to tip you off to their presence is unlikely. Unless you take this Perk.

The odds of you stumbling across a conspiracy before it gets going is dependent on how likely their actions are to eventually affect you, not how likely such an interaction would actually be. Your hint might be as small as a single careless word. Still, that will be enough to get your suspicions going.

Friends In Washington (600 CP)

Your boss is certainly a powerful sort. This means you can usually get away with making requests for resources from other departments and agencies, and those would probably get through anyway will usually get expedited.

In addition, if you want to get dressed down by your boss, you'll need to do something blatantly cruel and outside the scope of your mission, or fail it. If your rescue mission succeeded but a firefight leveled a developing planet's industrial district, well, that's just the way the cookie crumbles. If you want to avoid the mob bosses you got a confession out of weaseling out of their punishment - or even just making noise - you can lock them in the back of a car scheduled to be disposed of in the Oort Cloud. GlobalPAC will appreciate the expediency with which you handled the matter.

Technician

A Loyal Team (100 CP)

Knowing who you can trust to have your back, who you can count on in clutch moments, is something not many people can have. You, on the other hand, have good instincts on who you can trust and how much they trust you. Are they willing to follow your instructions at work and no further, or are they willing to risk prison or exile for you?

Octal Writing (200 CP)

Using an additional four synthetic nucleotides in its DNA, a living organism can have its structure controlled to a much greater extent. This allows for an organism to have a biological computer controlling it instead of a brain, in part or completely.

You happen to be one of the experts at this. Besides just messing with the genes that control nerve development, you also know how to alter other aspects of your creations. Overall structure, metabolic details, internal organ makeup and arrangement, tendon and ligament attachment locations, neural brain instincts, all of that and more are things you know how to manipulate.

Darkware (400 CP)

Let's say you need to borrow something from work and don't want your bosses to know that you have it. Well, look no further than the capabilities provided here. You are an expert at anti-surveillance darkware - software designed to compromise monitoring systems in some way. You could hack a power monitor to show that only a certain amount of power is being drawn, alter inventory systems, and can mess with other ways of keeping track of things far more easily than before.

In addition to this skill boost, you also gain a basic grounding in modern darkware use and counters, since odds are you won't have direct access to the systems you want.

Gen 8 Programming (400 CP)

Modern programming relies on taking the inputs from the programmers, then translating that through AIs and code libraries into actual hardware-level instructions for servers or physical system control. The exact quirks of a given setup might take a bit for other people to get used to in order to accurately get their instructions through.

Not so for you. Your intent cannot be lost through a game of telephone. You are capable of adjusting your instructions automatically to ensure that at the end-level, programming and policies work out to how you expected. Well, assuming that your desired output is actually possible and makes sense. The limits of hardware and people cannot be bypassed with instructions.

Plans and Backups (600 CP)

If you're responsible for cleaning up toxic or radioactive material in emergencies, then you need to have a plan for how you're going to handle a situation. What's more, you should probably have a few backup plans because you know some components in the plan can fail - whether physically or sequence-wise.

Fortunately that's where you shine. You come up with plans like clockwork, and discard the bad ones just as quickly. If you know you're going to step into a dangerous situation in five minutes you'll have three overall plans ready, each with their own attendant backup plans. You make it look easy, and it often seems like you aren't using backup plans, but trust me, you are.

This is especially true with bold and seemingly simple plans.

Mercenary

Glanded (100 CP)

You don't get hired if you're an uncontrollable killer. Even if you have legitimate issues, if your emotional control isn't good enough then you wouldn't be good enough. You have a special biotech gland installed that will help you regulate your emotions and keep your thoughts clear. While you still feel emotions, the extremes are blunted quite a bit, and your rational thoughts do have significantly more pull. This is especially true when it comes to panic, fear, and anger.

Mazes (200 CP)

In modern combat, maneuvering is critical. Fortunately, you have a very good sense of space and direction, which means you can easily think about it. Not only your own movements, but also how your enemy is going to move. Figuring out how to get behind your opponent or corner them is something you can do with horrifying regularity for the people you try to put in your sights.

Hit Them Where It Hurts (400 CP)

Knowing precisely where to aim isn't just for firearms. Hitting the target is one thing, but hitting the weakest point will end a fight much faster. That's true on all scales, from one-on-one duels all the way up to wars with trillions of people's lives at stake.

Fortunately you're good at picking out weak spots to target and opportunities to take them. You sense good opportunities to get intel on your enemy, know precisely where the weak points on an ice harvester is, and your aim is good that when headshots are available you can take them with only a little less reliability than center-massing

Not Just Dumb Muscle (600 CP)

Despite being brought in for her ability to kill people extremely well during her flashback, Kandara was the one making probably half of the deductions about what was going on, and she was right. It's not like modern combat is a brain-off sort of activity.

The more skill you have at combat, the more cunning you have. You become more observant, and your brain gets better at filtering out irrelevant things and focusing on what is actually important. Misdirection becomes less effective, disguises can be seen through more easily, and the actual goals of your opponents are more likely to be revealed. Hidden details that others overlook reveal the capabilities of your enemies and allies.

Neana-born

Neurovirus (free, Neana-born only)

The weapon of Neana aid, the neurovirus is a complex neural attack system. The fact that you are a neurovirus delivery system grants you a couple benefits. First, this makes you completely immune to mind control, body hijacking, and so on.

Second and more importantly, you can use the neurovirus to mind-control brains and biological entities. This requires a connection to be established with the target's nervous system. In addition, the process is not instant, so when attempting to mind-control an Olyix quint, you should take care that the body is rendered unaware so it will not be disconnected.

Neural Skin (free, Neana-born only)

The skin of Neana-created biologicals is far more sensitive to electrical voltage than the species they are based on. In addition, they can create minute voltages across their skin, granting them the ability to talk to each other just by touching skin-to-skin. In addition, this allows you to connect to an Olyix nervous system using just skin contact, as their bodies are filled with dense bundles of nerves that are perfect for hijacking.

Enhanced Organelles (free, Neana-born only)

While your body appears to be normal on a surface glance, if someone cared enough to take a look at the organelles inside each of your cells they would find millions of modifications changing you from the standard, giving you a few advantages.

The first will probably become apparent immediately after the cocoon of active molecule blocks drifts off your body - you are remarkably resistant to the environment. Extreme cold and heat are now merely "uncomfortable" and not something requiring medical attention right afterwards. Likewise toxic chemicals in the environment and radiation are things you don't need to worry about as much as a natural-born human.

Your healing process is much faster and more thorough than a standard human's. You can regrow limbs in a few weeks, your internal organs will regenerate, and you don't even scar. In addition, you filter out heavy metals from your body instead of accumulating them.

This also means your body naturally resists and undoes unwanted modifications. Implanted cells attempting to turn your flesh into some artificial design would struggle greatly, and eventually perish. Even if someone swapped your brain out, the new brain would be taken apart and your old brain would regrow.

Neana Gift Package (free, Neana-born only)

The real value of the Neana is the knowledge they can give unaware civilizations. You have knowledge of how the Olyix operate, including some knowledge on their ships and weapons. It's all been sanitized of any details that could identify where they got that knowledge so if that knowledge leaks to the Olyix, the trajectory of the abode cluster that launched this mission cannot even be guessed at. A shame, but the Neana are paranoid.

In addition, you've been given a selected list of various technologies to help the humans. Entanglement suppression, ubercarbon coatings, active molecule technology, and so on. In addition, you know how to make initiator technology. Initiators are molecular fabrication technology. They do not operate using the same principles as molecular bonding fabricators, but are generally faster, smaller, and more flexible than fabricators.

In future jumps, you get knowledge of secret threats similar to the information the Neana gave you about the Olyix. No more technology in this bag, though.

Forging A Self-Identity (free, Neana-born only)

You just literally dropped onto the home planet of a species with electronic records. This is my equivalent of Hamilton not devoting any words to how the Neana-born got their identities and got them well enough to pass muster from the background checks that they would be scrutinized with. So this is my guarantee that the same handwave applies to you. A little bit of skill and a lot of luck and no one knows you're a drop-in.

However, this only applies this one time.

Move Like Glaciers Are Fast (200 CP)

You know how it is - you've just split open something's skull and someone is pointing a gun at you. Not a problem, you understand what to say and how to act to make tense situations, situations that might explode into violence at any moment, into less precarious ones. No need to depend on the other side being reasonable or calm. It does help if you aren't intending anything violent towards anyone around you.

Neural Flexibility (400 CP)

When your brain was grown in the insertion ship's biological initiator, it gave you a different neural structure than what was predicted for humans. This gives you a greatly improved learning rate. You could pick up a highly complex field like quantum-entanglement portal technology and within a few years be good enough to have a degree in it.

And when it comes to cultural and social learning, you are a dozen times faster than even that accelerated speed. You're good enough that someone who knows you well - but not well enough to know you're Neana-born - would consider you the epitome of "human" in social and cultural behavior.

Background Character (400 CP)

Okay, you keep showing up in the background and no one even cares about that. You can apply narrative inconspicuousness to yourself, almost beneath notice up until you do something exceptional and unexpected so then people start talking about that. Even if you do something impressive but in some way expected, you can still get treated this way.

Items (Earth)

Each purchased Item (either Era) may be combined with one item you owned before this.

General

The New Phone (free)

What's different about this phone?

Well first, instead of using a screen held in your hands, Tarsus lenses project images directly into your eye. They can display AR information for various purposes including combat. In addition, the coating on the inside of the lens keeps the lenses sterile while drawing in moisture to keep your eyes comfortable regardless of how long you wear them.

An Altme is like a modern smart device assistant, except it's more capable of handling natural language, more capable of learning your habits and what information you consider relevant, and it runs on your own hardware instead of running on a corporate-owned server somewhere. It can take input from speech, finger gestures, and subvocalizations. It runs on a block of circuitry and battery the size of a deck of cards.

Medical Insurance (free)

You are probably going to be here a while. Fortunately, you have very good medical coverage. Telomere treatment, which helps extend the human lifespan, has been prepaid. As various other treatment options for life extension are developed, you will also be covered.

In addition, any other injury you get will be covered, including cloned replacements made from real stem cells, not those cheap alien Kcells.

General Turing 5th Generation (free)

A G5T is a pricey investment, the latest in civilian AI technology. G5Ts are capable of natural language processing, though they are significantly lacking in adaptability. They can be configured to support most operations or locations if you know what you're doing.

You get one for each residence you have in this jump, as well as one for your Warehouse, if needed. They will clean their assigned place using remotes, manage purchasing supplies, and otherwise act as a household assistant. In addition, applying this purchase to a house will give remotes (basically robots) and infrastructure to store and charge said remotes..

In the future, you can have a G5T installed in any of your residences. You can get a G5T installed in other properties you own, like restaurants, warehouses, and offices. Those will be configured to support the activities of the property.

"-ez"y Servitors (free)

Humanity in this universe has a mature understanding of servitor robots and remotes. For some reason, they have chosen to designate transport servitors with the suffix "-ez."

"Bagez" are small, automated luggage containers, capable of handling steps and following their owners. "Cabez" and "taxez" are automated people-carriers. "Trollez" are automatic small cargo carriers. And so on.

You get a few bagez for moving your personal effects around without needing to lug them everywhere. In addition, you can now order through your warehouse any type of "-ez" servitor using any official currency from any Jump.

Quantum Storage (free)

Quantum batteries are cheap, dense, stable, and efficient methods of storing energy. One the size of four AA batteries could store 3 gigajoules of energy, enough to probably run your old house for a month. They can store nearly a million times the energy of chemical batteries. You get schematics to make your own, as well as a detailed process explanation on how to produce the materials needed to fabricate them.

Connexion's Gold (free, post-Era)

Entangled portal technology is the crux of Connexion's power. The standard for portals are flat panes of support systems. When active a portal transmits everything through it, including any state of matter, light, and other exotic energies. The power cost of maintaining a portal is proportional to both the surface area and the distance between the termini. In addition, Connexion has added a feature that tracks if someone takes one portal terminus through their own portals. For your own portals, this will also detect other sorts of teleportation capability.

You receive blueprints to manufacture several types of portals, including tiny data and power portals, up to 10-meter transport portals. You also receive documentation which when read and understood, allow you to create new portal designs to your own specifications

Investigator

The Badge (100 CP)

You are a licensed and oathed officer. At this time, this means you have a position in either a national law enforcement agency like the FBI, or you work for Connexion security.

At the start of future jumps, you may choose to have a similar position in a similar agency.

Synthetic Firepower (200 CP)

Advances in automation have made combat drones a needed part when police work gets dangerous. Combat drones are humanoid in layout for mobility and usability in human environments, and carry magrails and nerve-block emitters as their main weapons. Scouting drones are about the size of insects and will provide vision and targeting data for you and your drones. You get two armored vehicles loaded with drones you can use, replaced weekly if something happens.

In addition, on occasion you can requisition bioborgs, human-looking synthetic coatings over artificial muscles and metal-composite skeletons. They are very strong (with a child-sized one being capable of wrestling an adult into submission) and also equipped with nerve-block emitters. They are quite useful for taking down targets without either putting people at risk or alerting the target that you're onto them.

The Team (400 CP)

As an officer of the law, you need help. Backup and support, that is. Thus, here you go. Three other field officers to help in search, patrol, or assault duties, and a dozen specialists back at base for support, such as for information and cyberwarfare.

Technician

Molecular Bonding (100 CP)

Fabricators use molecular bonding to perform incredible feats of construction in small spaces and short time. However, they require the right feedstocks to use - they can perform mechanical alteration but not chemical alteration.

This is the same fundamental technology as is used by shields. Those work by hardening a thick layer of gas a kilometer or two thick into a hazy, durable, insulating layer.

You receive blueprints and documentation on how to design and produce both technologies, as well as a setup of multiple fabricators (each designed for different sorts of materials,) and recyclers (the same.)

Sunwell (200 CP)

A sunwell consists of two things. First is a spherical portal dropped into a star. Second is a MHD asteroid far away from anything important, which vents the stellar plasma, producing hundreds of gigawatts of power. The energy is sent via portaled cables to anything you own that needs power.

You get your own, set up around Sol and registered to a major power company so no one looks at it too much. In future jumps, you have a single one set one up wherever you want.

Mercenary

Wyst-ful (100 CP)

Wyst rounds are packets of long carbon strands. When fired, they unfurl and do a number on unarmored flesh, while not harming armored targets. This allows any projectile weapon you use to fire a wyst round in place of whatever round is loaded.

Peripheral Power (200 CP)

Peripherals are concealed weapons implanted inside limbs, that unfold through prepared slits in the skin. Generally speaking most standalone weapon types can be used as a peripheral, though DEWs are still too inefficient to implant without burning the limb from waste heat. Known examples include micro-missile launchers, nerve-blocker emitters, magrails, monofilament wires, and grenade launchers.

You get four peripherals of your choice, and may import/convert a pre-owned weapon into each one of them.

Flaming Sword Not Included (400 CP)

This heavy armor is yours. It consists of a helmet and five skintight layers, coming in at about 5 cm thick. Most of that is a reactive gel that hardens on impact, which is good enough to let you shrug off explosions powerful enough to send you flying. It doesn't have any weak points, but it also inhibits your movement when it takes enough of a hit. It can protect from vacuum, high pressures of atmosphere or fluids, chemical and biological weapons, and provides decent protection against radiological and nuclear threats. It also protects against extreme temperatures, ranging from cryogenic gasses to "danger close with high-density chromosphere solar plasma." Yours also has an "ubercarbon" coating that will protect it from Olyix molecular disassembly weapons (and similar).

The backpack contains the power source, beetle-sized microdrones for scouting and targeting, and clips of ammunition. Thrusters are mounted across the suit.

Speaking of ammo, there are weapons integrated into the vambraces. Each one has a gamma laser and mini-grenade launchers. A magrail is integrated into one forearm, and a nerve-block emitter on the other.

In the buildup to Operation Strikeback, or at the end of the Era, your suit will get a "Knockdown" upgrade. The armor is enhanced, blocking any harmful radiation. Radiological material will no longer stick to the surface, either. The surface of the armor can now count as your skin for various powers and perks. In addition, a pair of 20-ton-equivilant laser-initiated-fusion micronuke rockets are attached to the vambraces.

Neana-born

Deliverance From Darkness (200 CP)

This is an ordinary-looking fire axe. If you manage to wound or kill someone or damage or destroy something with it, it will reveal any sort of physical deception the target is using, or under the effects of. Illusions, changelings, brain transplants, concealed items, it'll cover all that and more.

Entanglement Suppressors (400 CP)

These small blue cylinders suppress entanglement nearby. Exactly what it says on the tin. You have a dozen of them, and if you lose one or it gets broken, you'll get another one in a day. That is rather hard, as they are tough enough to be used as magrail munitions.

Aside from fuzzing or blocking thought transfer between the bodies of an Olyix quint, it can also shut off portals and interfere with other kinds of "point-to-point" communications that go directly from sender to receiver without passing through any sort of distance between them. This can apply even if the mechanics of the portal or communication don't depend on quantum entanglement.

These are easily tunable, allowing them to block certain types and/or bands of "entanglement."

Companions (Earth)

Canonization Candidates (100 CP, first free)

Jumper Only

Import or create up to four Companions. They get 800 CP to spend as they wish. Origins cannot be so freely chosen; between the Companions covered by one purchase of this option and the Jumper, no Origin can be taken more than twice.

The Teeming Masses (free)

Jumper Only

The human population has reached ten digits by 2162. Most of it's on Earth at this time, and that means that there's plenty of room for me to slip in a few extra people.

You may import as many pre-existing Companions as you want, though they only get one of the Native Origins and no CP.

Personable Altme (free)

May be purchased by Canonization Candidates or The Teeming Masses

Import an assistant, AI, familiar, or other support companion as your altme, with their permission. They get no CP, no free items, and no Origin.

Transition

But how will you get to the start of the Strike Era from the end of the Earth Era? The transition starts at 2225 CE and goes until 8,000 years later. The chosen Transition determines whether or not the Factory Origin is available to the party.

Indirect Route

The indirect route is for those that were unable to make the direct route, or just did not feel it was for them. This will be chosen if you get captured or killed. You may also at any point up to the formation of the Factory choose to take this route, at which point I will arrange for you to be "removed from play."

Direct Route

For the direct route, you must escape Earth and human space before the end of the Earth Era. If you have not already obtained the ability to do this on your own, humanity will be constructing exodus habitats anyways. If you are able to escape, and as long as one party member is alive and free in the year 10,000, when the Factory is formed, then you have accomplished the Direct Route.

Post-Factory, you may either continue to advance through normal time to the start of the Strike Era, or I can remove you from play and re-import when the Strike Era plot starts. If you chose to get there the normal way, then your purchases will come in during the next two millennia.

Sufficient Derail

Finally, the Sufficient Derail is for those that choose to look the oncoming storm in the face and punch it hard enough to break it. If you can manage to keep human casualties from the Olyix - death or cocooning - between June 2204 and June 2234 below ten thousand, then you have successfully achieved Sufficient Derail. Due to the fact that cocooning can be reversed, cocooned casualties will only be counted in June 2234.

This means that you can start the "Strike Era" and can get all purchases immediately any time after June 2234. This invalidates the "Time and Location" and "Demographics" subsections, as instead all party members will continue on as they were.

Strike Era

You gain **+1000 Corpus Points** to spend in this Era.

Humanity is scattering across the stars, running from the Olyix while trying to find the location of their Enclave. The *Morgan* is a battleship at the core of one such Strike fleet. Ten millennia after humanity fled Earth, it watches over the planet Juloss.

Origin

Factory (700 CP, 500 CP for Companions)

Requires either the Direct Route or Sufficient Derail

You're kinda short for a warship. At nearly two kilometers long and with a wingspan of slightly over a kilometer, you are one of the most advanced ships this universe will ever see. Created from a temporary alliance of Humanity, Neana, Angelis, and Katos known as the Factory, you incorporate all the advances of these species into one kick-ass package.

However, you are subject to the Neana Paranoia Drawback.

Tactician

Overseeing, predicting, and managing fights against the Olyix will not be a simple task. Hopefully you're up to the challenge. You are a crew member of the warship *Morgan*, or you are being raised to be one.

Trooper

Once an Olyix arkship has been disabled, a Strike fleet must send infantry aboard to capture the wormhole hardware and get the location of the Olyix Enclave. And once in the Enclave, infantry will be needed to clear arkships and rescue the people cocooned within. That's where you come in.

Demographics

Factory may be Drop-In or Native, while Tactician and Trooper must be Natives. Age should be appropriately chosen. We will be ignoring Hamilton's beliefs about hormones and physiology, so pick whatever gender you want. All Origins will be at least 16 years old.

Time and Location

Factory Origins can start in the general (interstellar) area of the *Morgan* fleet. Meanwhile, Tacticians and Troopers will be part of the fleet. The timing when you start will depend on context, but cannot be more than 583 years after the *Morgan* fleet arrived at Juloss.

Perks (Strike)

Trooper

The Mission (100 CP)

The Mission (and yes, it deserves the capitalization) has dominated human consciousness for more than ten thousand years. That is a shockingly long time.

You were raised on The Mission, but you only require a mission. As long as you have that, you are immune to minor mental inconveniences like suicidal thoughts, depression, ennui, PTSD, and any other mental disorders short of being mind-controlled.

Last-Minute Save (200 CP)

Your allies are certainly lucky. When it comes to desperate last stands and sudden ambushes, you have a knack for showing up at just the right time to save them. Even if math says that those people are going to die, your narrative says otherwise.

(Assuming that you're bold, fearless, quick-witted, and actually have the firepower to pull that off.)

Boots In The Air (400 CP)

As the people who are going to have to go into the most dangerous maze in the universe, it pays to be able to think on your feet, even if your feet are hovering in the middle of a drifting arkship. You think faster in combat, and you think faster whenever your plans get interrupted or go off the rails. Only for a bit, but you can go from “unexpected enemy” to barking out good orders before most of your squad has even noticed the hostiles.

Good orders don’t just mean what you’ve used before or what’s standard, it also means adapting and improvising with what you have. You won’t get stuck considering options you don’t have the resources for and won’t forget to consider all your assets when adapting your plans.

Going To Hurt You (600 CP)

Whenever your allies on the battlefield are about to be attacked, you can tell without needing to think or barely perceive the situation. When this happens, you also get the opportunity to make a counterattack, assuming one is physically possible.

In addition to having much better aim with your counterattack, the closer (emotionally) and more intimate with the target of the attack you are, the more effective your counterattack will be on the attacker. That fellow soldier you haven’t met before you randomly ran into each other on the field? Not much different than the normal attack. Your lover that you’ve known since you were children? A lot of damage.

Tactician

Space Battles (100 CP)

Combat in space is not like any terran battlefield you know of. Fortunately the training you received, growing up as a member of the fleet, covers that nicely. You have the intuitions to make space combat easy for you. Most people raised on planets have trouble internalizing the motion of objects in space. Orbits, intercepts, burns, all of that is as easy for you as throwing a ball in gravity.

Egg of Terror (200 CP)

Good combat scenarios are needed to train the troopers in what they might encounter in an arkship.

Fortunately, you’re good at all sorts of different kinds of training. On top of that, your training is more effective the more terrifying you make it. This works very well with the VR-based simulations used by Strike fleets, especially if you take the time to get the details right.

Exactokill (400 CP)

An arkship is dozens of kilometers long and each one has a slightly different composition and layout. A gravity shield protects it from interstellar debris. To disable it requires enough damage to force it to shut down, cripple its onemind, and prevent it from escaping. At the same time, a Strike mission must not damage the onemind too much, as it would lose knowledge of the Enclave location. This is made harder by the antimatter fuel the Olyix use to fool their victims.

You can precisely modulate the force of your attacks, and are good at estimating how much force you need to accomplish a given level of damage. Whether this is through your fists or flood mines dumping hydrogen directly from a gas giant into an arkship’s path, your intuition on damage tends to be accurate.

Around Your Finger (600 CP)

Tactics is the attempt to manipulate a battle to your desired conclusion, or at least as close as possible.

You do that in a more metaphorical manner, being good at manipulating people and decisions in order to advance your long-term goals. And you’re sneaky at it.

First is your ability to have your steps serve multiple goals at the same time. You could resolve a social pressure, focus technological advancement to break through a soft cap in a certain capability, and set up a strategic reconnaissance mission at the same time, as an example. And you could do so without anyone being aware of your desire for the second and third objectives. After all, that was done with a single public action and a few private actions. And there might be more objectives advanced by those few steps as well.

In addition, you're the sort of person who has no problem altering or abandoning their plans in order to advance their goals. You play the hand that you're given, not the one you want.

And finally, you're hard to plot against - you know precisely what any hints you come across actually mean, and you have good instincts on where to find more hints.

Items (Strike)

Several items are upgrades of items available in the Earth Era. Party members who purchased the Earth Era item have their purchase upgraded to the Strike Era item for free.

General

Gentens (free)

Upgrade to General Turing 5th Generation

The tenth generation of Turing-based AIs, gentens are more flexible and capable of handling unexpected situations than G5Ts. But they still follow many of the same fundamental rules and are just as reliable. Sadly, this is as far as the technology can go. If you want an AI capable of greater initiative while still being loyal and reliable, then you'd have to develop them from scratch along fundamentally different rules.

You can upgrade any G5Ts you have to gentens for free now.

Optickal (free)

Upgrade to The New Phone

An optick is an upgraded version of a Tarus lens. In addition to the original capabilities, an optick is also a sensor, allowing you to zoom in and see in different spectrums without needing a separate sensor.

A databud is just a smaller, more robust version of the hardware an atlme would run on. Normally an atlme wouldn't be running on it, but you do you.

Portal Iris (free)

Upgrade to Connexion's Gold

For those of you who didn't manage to get your hands on the ability to make portals expand, here you go. With this, you don't need to worry about "threading up" a portal from a via a smaller one.

Textures (free)

While not quite up to Star Trek's holodecks, the "texturing" system is far safer and cheaper. What this allows you to do is make any room have the appearance of any mundane room, or even many outdoor spaces. This includes mimicking sounds and breezes, as well as some scents. The technology allows for customization of the walls, allowing for a virtual extended space. Most of the problems with it are related to the difficulty of interior design and the sheer number of options it allows.

On the other hand, it's cheap enough that the troopers' quarters on human warships are equipped with it. This purchase includes free and automatic texture installation on any room you own. This includes the warehouse and any attachments. With this, you can have your CIC look like a 1920's parisian cafe, sleep on the beach, and do your library reading in a temperate

rainforest. Or whatever else you want. You'll have to get appropriate furniture yourself, though that's what fabrication technology is for..

Old Hat (free)

After ten thousand years, humanity is well-practiced at terraforming worlds. This database explains how they do that, and has instructions, advice, and blueprints for the terraforming equipment. It also has a DNA library containing the genetics of every species humanity can confirm lived on Earth within 800,000 years of the exodus.

Initiator (100 CP)

Upgrade to Molecular Bonding

As mentioned, initiators are fabrication devices. Working using the same principles as active molecule technology, they are faster and more flexible than molecular bonding fabricators in most situations. This is a set of initiators, capable of building pretty much anything in the way of personal equipment. They can also act to break down constructions, allowing them to act as recyclers. Thus, this is smaller than the set of fabricators and recyclers.

The Power of Love (100 CP)

This is a set of connected neural interface headsets. It uses the power of emotional connections and closeness to allow one person to help another throw off mind control or corruption. Doing so puts the helper at risk, but if the helper can't lose the person, then it's beyond worth it.

Battleship Operational (400 CP)

A Strike Fleet is centered around the battleship. Like the *Morgan*, yours is over ten kilometers in length. It's divided into seven spherical hulls, arranged in a line. From the back, there's the gravitonic drive (top speed 0.9c), the fusion reactors and tanks for boron-11 and hydrogen, storage containing mining equipment and one-stage von Neumann replicators, living space and cryostasis bays, weapons and munitions storage, a hanger for attack cruisers and troop carriers, and finally the portal shield that protects the battleship from interstellar gas at high speed.

In addition, this includes advice and blueprints for rapidly expanding your industrial capacity, as well as a few kinds of civilian infrastructure. Like hollowing out a moon to use its volume for productive purposes while limiting the emissions of your operations.

Trooper

Metallic Puppies (100 CP)

Muncs (or homunculi, if you are an adult when first exposed to them) are not actually puppies. They're biologicals, created in initiators and lacking in some critical aspects of mind to be considered sapient. They do sometimes act like affectionate dogs, though.

There may be a period in which they have a hominid-like body, but their main function comes once they get encased in metal. Oblong pods with gravity drives and linc systems, they can be inserted into various types of "suits" depending on mission parameters. In battle, they act closer to additional limbs than drones, their knowledge of you such that you barely have to order them.

You have six muncs in your cohort.

Knight In Shining Armor (200 CP)

Upgrade to Flaming Sword Not Included

The more advanced armor used by the *Morgan* fleet has been optimized for combat against the Olyix. The reaction thrusters have been replaced with gravitonic propulsion, and the

outer layer of armor is now mirrorfabrik, a flexible material that reflects directed-energy weapons. It still has the same resistances as the “ubercarbon” on the Earth Era armor.

The integral weapons are magrails and grenade launchers only, as huntspheres are also reflective, making gamma-lasers and other DEWs less than useless. If you didn’t purchase the Earth Era armor, then this doesn’t come with an attached complement of microdrones and does not get the Knockdown upgrades.

In addition, if you purchased Metallic Puppies, you get armor sets for your muncs. There’s the Hellhound models, which look like three-headed dogs and are intended for use inside an arkship or other close-quarters combat. Then there’s the Pod models, long cylinders with short arms and weapons protruding from them. They’re intended for more open environments, and can link with your armor to combine their gravitonic drives for greater power.

Tactical Blueprints (400 CP)

Humanity has built a great arsenal as it travels away from Earth. And now you have access to all of it. Ranging from ship-scale DEWs and missile systems to the warships and all their systems themselves, you get the blueprints, designs for specialized factories to pump them out, and all the design notes for the war systems of a Strike fleet are yours.

The biggest umbrella under which these fall is the Assault cruiser. Assault cruisers are massive drones, a kilometer long. They are packed with weapons and secondary drones, and strategically expendable. After all, as unmanned ships losing them is no great cost. The great majority of a Strike fleet, in combat, will be made up of them.

Tactician

Filters (100 CP)

For tacticians, their muncs are intended to act as data filters, helping their masters sort out the important bits of combat. Once set up as filters, your muncs use their own brains to help you focus on combat and not get overwhelmed by all the sensory data you have access to.

You have two muncs in your cohort.

Training Facilities (200 CP)

Soldiers are not born or made, they are trained. And you have the means to train them.

In addition to a few physical training areas (including zero-g and variable-g arenas) and accompanying equipment you also get training pods.

These are nerve-based-VR suspension pods intended for training someone. Besides that, the system is designed for the empathic, near-telepathic bond between a Strike fleet trooper and their cohort. Thus, the muncs are also brought into the simulation via their own interfaces. This system is designed to easily accommodate these kinds of bonds.

Your version also has a more flexible physics engine on the software side, allowing use of esoteric abilities inside the simulation by anyone jacked in. This also keeps them from actually using their abilities in real life.

Finally, you get the tools needed to set up your training equipment. Not just physically, but also the software needed to develop simulations.

Meta-missiles (400 CP)

A Calmissile is a rocket exhaust attached to a portal projector. The other end faces into empty space. First used during Strikeback, they are practically immune to any conventional interception. Modern versions expand their portals at impact to carve out massive chunks of their target, dumping them near stars.

But they are carrying portals. So why not send something through them? Something like more Calmissiles?

This is some “free” salvos of fractal Calmissile goodness. When used, a salvo will send a few dozen more Calmissiles through as many Calmissiles on the battlefield as you want. This item has ten uses, and regains one every fifteen minutes.

Factory

Only available to Factory Origins. You get **+800 CP** to spend in this section alone. These are not discounted.

Hull (free)

Your new skin is a white composite material, consisting of woven and layered metals and ceramics, intermingled with a mesh of hyper-dense nucleonic material, conductive nanotubes, and exotic matter. It's strong enough that nuclear explosions on the surface will barely scuff it, and it withstands pressure great enough to make molecular hydrogen a liquid. Given what the Olyix are going to be throwing at you, it's needed in case anything makes it to the hull.

The composite structure also makes it an excellent conductor and capacitor. It holds your energy reserves - the thousands of exojoules in various forms - and transfers them where you need them. This structure also makes it far easier to create and almost trivial to maintain esoteric effects across yourself, reducing power costs for maintained effects by a factor of 20.

Photonic Processing (free)

Your mind has been transferred to a photonic computation medium. You have microsecond thought times, and you can perform actions accurate to the nanosecond. Your sensorium has been expanded to match the power of your perception fronds, and your ability to pay attention to multiple things has been similarly expanded. Your working memory is expanded greatly, and you have unlimited long-term memory storage backed by an advanced indexing program. You can also now multitask, covering the vast number of tasks your new body can execute easily. Like programming evasion patterns for a volley of missiles, directing hundreds of autotroops at once, and reading data from alien computers all at once.

The substrate of your mind is significantly harder. This means that your fundamental nature as a person has become harder to change, and it's impossible for it to change without you realizing it and being onboard with it. A potent suite of anti-darkware systems protects you from any and all mind control, mental manipulation, body control, and corruption.

Perception Fronds (free)

One of the most useful bits of being a Factory ship is your perception fronds. Even partly extended, they can see people waving across a solar system in real time, not subject to light lag. Fully extended, and you could watch clouds across an entire planet - from the next star system over. (Of course, you probably want to tuck them in a bit during combat.) If someone can detect entanglement-like activity, using these opens you up to detection.

Degeneracy Reactor (free)

Your primary power core decomposes mass into energy for your usage. Small pellets (over 6 metric tons each) of ultradense matter are phasefolded back into reality and converted, allowing you a maximum power output of around 550 exajoules every three seconds. That is enough energy to punch a hole through Jupiter, or about 480 microsols of power on average. It will also burn through your fuel reserves in a matter of hours at that rate. When you don't need that much power, ambient normal-density matter is enough.

Discontinuity Boundary (free)

A discontinuity boundary is a powered, active-whitelist defense. What that means is that you need energy for it to work, and only what you specifically allow can get through. (Well, that's not strictly true. Gravitonic weapons will diffuse through with a great loss of effectiveness, and there are some exotic field effects that can bypass it, but you shouldn't encounter those in normal combat with the Olyix.)

It will no-sell projectiles and DEWs, though. Momentum is not transferred to you from impacts. Blocked particles will be sent outward on random trajectories with a fraction of their energy, while radiation is simply lost.

Autotroops (free)

Advanced combat robots manufactured to the same standard as everything else the Factory made, these 500 robots are capable of operating in incredibly dangerous environments - like the inside of alert arkships. They bristle with not only magrail and explosive weaponry, but also active camouflage and other stealth measures. If stealth isn't an option, then they can make their surfaces reflective like mirrorfabrick to bounce energy weapons and bond the atmosphere around them into a thin shield to protect from hypersonic projectiles.

Gravitonic Drive (free)

Your gravitonic drive is a reactionless system allowing you to reach up to $3,200 \text{ m/s}^2$ in acceleration. That's faster than anything the Olyix can do, and your drive is less noticeable than any other in this universe.

Phasefold (free/100 CP)

Phasefolded components and materials effectively exist outside of physics except for a few particles, which are the anchor for the phasefolded object. When you were sent out from the Factory, most of you was phasefolded away, including most of your consciousness. Basically, that super-capability of your photonic brain was mostly disabled, and your sense of self was also limited. This helped keep you sane, as well, waiting centuries for something to happen.

However, you lack the ability to phasefold things back out yourself. Post-FinalStrike or post-jump, you'll receive the blueprints to make a phasefold gantry which can allow you to hide new components and restock your fuel bunkers. You also get the blueprints for a basic matter compressor, which can allow you to create ultradense matter (though not anything special) to refuel yourself.

For 100 CP, you have the ability to phasefold things yourself, though this takes millions of times longer than unfolding (about ten seconds for 500 tons, not including setup times.) Note that you can only successfully phasefold solid objects, and even then they should usually have a structure of ultradense material to make it easier.

Degeneracy Beams (100 CP)

A degeneracy projector decomposes mass into energy - more specifically, beams of light. The projector is able to precisely control it, allowing for you to make multiple beams with a single pellet of ultradense matter ammunition. In addition, because there are no lenses involved in the projection, the beams of energy have zero diffraction and their range is only limited by targeting concerns and dust losses.

Gravitonic Transducer (100 CP)

Well, apparently the Angelis did manage to figure out gravitonic weaponry. This weapon completely ignores the effects of gravity as far as deflection and dissipation goes, meaning it will just ignore the gravity-based protection on Olyix ships. It can punch through about an exagram of matter before running out of energy, creating high-pressure shock waves that will mission-kill a Resolution ship with a single hit, and put it down for good with only a little more attention. That kind of firepower will put serious holes in an arkship. Your projector system can also fire on

multiple enemies simultaneously and has a cycle time of less than a tenth of a second. It does lose effectiveness with increased range, though.

Mentalic Subsections (200 CP)

You get ten of these “drones” These are in effect parts of your brain, wrapped in small 2-meter sections of hull and accompanied by gravitonic drives and advanced ELINT and EWAR hardware. They can be used to read or write from computers, and can read the past state of particles on a macro scale. This means even destroying a data storage device will not prevent you from getting the data on it.

Ultradense Matter Shield (200 CP)

Cannot be taken with Supereliptical Disjunction Projector

When it comes to melee combat in space battles between K2 civilizations, it takes a bit of work to make something actually effective. This is one such way of doing melee combat.

What you have is effectively a 2D planet. It masses about 10% of Earth, and is stored as a 30-meter disk a centimeter thick. When activated, it expands into a micrometer-thick disk 80,000 kilometers across in a little over 0.27 seconds. All the atoms in it have been linked together, meaning that something like a q-v warhead is needed to break it.

In addition, when not in your ship form, you can combine this with a melee weapon in order to use it. This means it can hit like it masses as much as Mars, it can extend by a factor of 2.7 million, and it is just as indestructible.

Supereliptical Disjunction Projector (200 CP)

Cannot be taken with Ultradense Matter Shield

Where the Ultradense Matter Shield uses brute force and power to overwhelm opponents in melee, the SDP is more subtle, harder to detect, and easier to use against someone close to an ally. It does have a much shorter range of only 5,000 kilometers.

While portals will normally attempt to become circular, there are methods to avoid that. The side effects that would normally accompany this aren't a problem for this application. The projector can generate very thin, long portal-like spikes to cut enemies to ribbons. Even if the attack isn't immediately fatal, the boundary effects on any atomic nuclei on the edge will be very bad for any biology or biotechnology that you hit.

Degeneracy Lance (300 CP)

This projector is mounted along the length of your entire hull. It emits a cylindrical field up to 150,000 kilometers in length, strength rising concurrently across the entire field volume. Within the field, matter randomly degenerates. This will not completely degenerate anything caught in the field, but even a hundred microseconds spent in a field will soft-kill computers and fatally poison biotechnology. After ten milliseconds, computers are probably permanently offline and anything with biology is dead. After several seconds, most solid objects will be little more than highly energetic gravel.

While not as final as a q-v warhead, this cannot be intercepted or blocked by anything short of a very specialized defense. It also can't be dodged as it is instant, and it is far more controllable, as field dimensions and max strength can be reduced.

Quantum-Variant Missiles (400 CP)

For when you need something to absolutely die, accept no substitutes: the q-v missile. When one of these goes off, anything within a hundred kilometers is subject to the laws of physics getting drunk. Chemical and nuclear bonds randomly break and form without reason or explanation, and any sort of structure or mind in the area is straight-up gone forever. Period, no negotiation. Exotic matter and anything else you can think of won't last through that either. Maybe some macro-scale features of physical structures will still be there, assuming random energy releases from whatever illegal nuclear transmutations happened didn't blow them up.

Tesseract Entanglement Core Matrix (400 CP)

Portals can remain active for decades easily, without needing to be turned off, maintained, or swapped. But this comes with hefty limitations, like needing backing substrates to form the portal on. The backing substrates introduce another set of restrictions, and that's just one part of a portal system.

But if you only need a portal to last 3.2 microseconds, you can do some impressive thinking with portals. This swaps the contents of two volumes of space within 800,000 kilometers, as long as one of them is the volume in which you are currently located.

The matrix does require around two minutes to recharge, recalibrate, and properly cool between each usage, and consumes over 500 exajoules per use. It also is limited to a range of 50 meters past your hull. On the other hand, the ability to blink around on the scale of warship combat can be invaluable.

Companions (Strike)

The Squad (100 CP)

Import up to four Companions who were not Imported using Canonization Candidates. They get 800 CP to spend as they wish and may choose Tactician or Trooper as their Origin. If a party member makes it through the direct route or Sufficient Derail has been achieved, then Factory is also an option.

The Saints' Path (free)

I will provide the same benefits as The Squad gets to all Canonization Candidates at some point during the transition to the Strike Era.

Immerle Secondaries (free)

You may import any other Companions as Tacticans or Troopers. They get no CP, not even from Drawbacks, but do get the 100 CP Perks and Items for their Origin. Troopers also get their 200 CP Item.

Challenge: FinalStrike

FinalStrike, the culmination of the Strike plan. In order to do this, you must reach the home system of the Olyix, break into the Enclave, and rescue every single person the Olyix have kidnapped and cocooned. You will then need to resettle and uncocoon as many people as possible. And no, I'm not just talking about humans. There are 6,423 other species, all collected by the Olyix and stuffed into arkships. You don't need to do it alone, but you do need to be part of it.

At least their robot-like zealotry means they won't try actually holding the cocooned people hostage. You only get one shot at it, though - once you commit, that's it no retreat, no going back. Either you win and destroy the Enclave, or you lose and the Olyix will study whatever technology of yours they can get their hands on in order to further extend their win..

As combat pay for planning and committing to the attack, you get most of the upgrades provided by the corpus to the *Morgan*. This means advanced gravity manipulation for artificial gravity and inertial compensation, as well as neural interfaces for any of your equipment you want. In addition, all of your equipment receives a polishing touch-up, giving it thousands of years worth of advancement. Everything should be a little stronger, a little tougher, much easier to use, and significantly more reliable and robust.

That combat pay is forfeit if you fail at FinalStrike, though.

Rewards:

Darkest Before The Dawn

The Olyix domination of the galaxy persisted for millions of years. They have encountered thousands of races and destroyed all of them. Scattered survivors cowered and hid from them in the cold void between stars. Even humanity, for all its will and tenacity, was very nearly destroyed as well.

But in the end, they prevailed. Whenever your enemy pushes back, however much you actually suffer from the pushback will be returned in strength and technology. The desperation caused humanity to become stronger and more advanced. Given how the final battles in the war started with “this entire solar system looks like it was hit by a frag grenade” and ended with “we are going to cause a supernova on purpose for the coup de grace,” it was a jump in power.

So it is for you. In suffering, you grow.

Saints' Ascendence

You may offer Companionship to the Saints. Even if any of them die before you can make the offer, I will arrange a meeting for you post-Jump. However, if you have derailed Strikeback and the journey of the *Avenging Heretic*, then the Saints will never exist. All there will be are five people, impressive in their fields but ultimately the legend of the Saints will never happen, so you cannot recruit them.

Challenge: Deicide

Requires Scenario: FinalStrike to be complete.

While FinalStrike will free trillions of innocents, it's not the end of the Olyix. You'll need to track down all the remaining Olyix and kill them to prevent their hyper-zealotry from being a problem again. While their galaxy-wide wormhole network will no longer be an asset for them after FinalStrike, there's still so many of them and so many places for them to hide.. You don't have to do it all personally, or even lead the effort, but you do have to participate and keep participating until the job is done.

In addition, you also have to track down the tachyon signal sent to the ancient Olyix, intercepting it as it moves backward through spacetime. Then you have to go and kill the wannabe-god who sent it before they actually send it. (This will be sometime around 100,000 A.D.)

Very little is known about your final target. However, some things can be extrapolated from what was shown. First, they have tachyonic technology, which allowed them to send messages back in time. Second, their message to the Olyix was likely something similar to a neurovirus. This means they have advanced knowledge of how to make memetic weapons.

And that's it.

Reward:

Looting the Libraries

You receive not only the final blueprints, but also the theory, records, and institutional knowledge of all of the races. Not only corpus, but also Neana, Katos, Angelis, and Olyix. From any programs on personal devices to megastructure designs and assembly instructions, you get all of it.

The corpus have gravity manipulation including inertial compensation and artificial gravity, nucleonic barriers, neural interface technology, advanced anti-radiation materials (the copper-looking foil they use as radiation shielding can block cosmic rays with about ten orders of magnitude more effectiveness than its thickness and density would suggest and can't become irradiated by neutron bombardment.) and “enclave” pocket dimensions. They have generator rings that can extract energy from stars or stellar remnants, as well as act as a propulsion system for the star - and anything in orbit of it, if need be.

But most important is their “aspect” technology, allowing for distributed consciousness, and forking and merging of said aspects in both computer systems and organic bodies. With this

reward, any aspect forked from you who still identifies as you will be you from a Jumpchain perspective. Thus, you will be able to use your perks and powers from any of your aspects, and use your Items the same way. In addition, as long as one such aspect is alive, you have not died and thus do not need to use 1-ups.

The Olyix have a great knowledge of biotechnology. They will use biotechnology whenever feasible, which means that they use practically no “dry” technology. They also have gravity weapons, knowledge of quantum entanglement technologies such as entangled minds, and time manipulation technology..

The Neana have advancements all over the place, including in cyberwarfare, active molecule technology, fabrication technologies, entanglement technology, and resource recycling.

The Katos are masters at all forms of materials science, especially ultradense materials. The ultradense matter shield was basically all them. The Angelis just set it up to be phasefolded. But superconductors, non-newtonian materials, composites and alloys, and even related topics like materials processing, storage, and preservation are all in their wheelhouse - and now yours.

The Angelis are masters at quantum technology. The sensor systems provided to the Factory ships are a good example of their work. As are the computational systems of said ships. And the phasefolding process. They also are the masters of degeneracy technology. Finally, those high-acceleration gravity drives are mostly their work.

Drawbacks

The Jumper gets to choose what drawbacks are taken. Companions get half of the points from a taken drawback (rounded up to the nearest 100 CP), except for The Teeming Masses and Immerle Secondaries Companions.

Jumper Disarmament Treaty of 2162 (+600 CP)

Gives points in both Eras

Oh, did you want to bring in your Out-of-Context Powers? Sorry, not going to happen. You can't bring in anything to this Jump besides mundane skills and memories. The same applies to any Companions you bring with you, as well.

No Time to Explain (+300 CP)

Gives points in Earth Era

Incompatible with Metastasized

You start on June 25, 2204. The window of opportunity before the Olyix begin their invasion is running short. Their catspaws are already beginning sabotage against Earth's defenses. No prep time, no long-term plots, just you and the rest of humanity against a fleet of irrational alien zealots.

Metastasized (+300 CP)

Gives points in Earth Era

Incompatible with No Time to Explain

The mercenary Cancer is actually performing long-term sabotage and intelligence-gathering work for the Olyix. If you start or work on a program or project that will make it in any way harder for the Olyix to cocoon all of humanity to bring them to their so-called god, then Cancer will start trying to sabotage it.

This stops when the *Salvation of Life* has either been destroyed or left the Sol system.

Welcome Ships (+400 CP)

Gives points in Strike Era

The Olyix have been doing this for a while. Their Enclave runs at a much slower rate than the outside world. Very clearly, they've settled into a rut. Very clearly they won't think or adapt to you, right?

Well, that's what you assume. You won't consider what the Olyix will think about, what kind of forces they would be going up against forcing them to change, or even consider the possibilities that a race with millions of years of practice would change up their game plan. You'll assume they are static and unchanging, and always get caught flat-footed when they whip out something new.

Neana Paranoia (Factory Origin)

The Neana have been fleeing the Olyix for millions of years. It's something to make them quite paranoid, and for so long as to be deeply embedded in their culture. And that means that you are under a few restrictions.

You can't make more Factory ships, you can't manufacture replacement parts for yourself, and your new body can only be studied using in-universe techniques, with no attached Perk cheats.

Conclusion

The end of the Jump can happen as quickly as ten subjective years after the deadline for the Strike Era. (583 years after the *Morgan* fleet arrived at Juloss.) This means that time dilation will not make your time go faster, nor will cryostasis. Alternately, you may stay as long as you want,

Well, you made it through this long journey. What happens next?

Strike Mission Continues

Keep going. Select another Jumpdoc to use.

World-building

I see you've decided to settle down here and make a home for yourself.

Return To Earth

You have traveled far from your home. Now is time to return.

Notes

The Challenges are essentially Scenarios. They are automatically "taken," though FinalStrike's combat pay is only given once you have committed yourself to the attack.